

William Parker

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Skills

- Python, C#, Java, C/C++, JavaScript, TypeScript, HTML/CSS, GLSL/HLSL
- Code Review, Agile, Team Management, Usability Testing
- Git, GitHub, Trello
- NumPy, pandas, PyTorch, TensorFlow, HuggingFace, scikit-learn, OpenAI API, Selenium, Matplotlib, React
- Unity, Ink, Playtesting

Education

Georgia Institute of Technology, Atlanta, GA

AUGUST 2020 - DECEMBER 2023

- B.S. in Computer Science
- Media/Intelligence thread
- Highest Honors
- 3.95 GPA

Work Experience

Machine Learning Engineer, Redefined Lighting

MARCH 2024 - MARCH 2025

Language: Python

- Researched and implemented a unique attention mechanism and encoding to pretrained transformers to approach NER for tabular datasets.
- Developed a web scraper with Selenium to collect 75000+ light fixture specification sheet PDFs.
- Created and labeled a dataset for creating JSON formatted extracts of light fixture specification sheet PDFs.
- Fine-tuned Mistral NeMO and Microsoft Phi-3 models with HuggingFace Transformers library for the task of creating JSON formatted extracts of light fixture specification sheet PDFs.
- Labeled architecture schedules and trained a model with Azure AI to extract light fixture information from PDFs.

Machine Learning Engineer, [Make Startups](#)

MAY 2023 - MARCH 2024

Language: Python

- Designed and implemented an AI input testing suite, improving the app's reliability by validating its scoring approach.
- Built a proof of concept for a strategic business analysis and visualization application using the OpenAI API and Python.
- Designed a usability testing manual, conducted an evaluation, and generated a report from the customer feedback.
- Initiated and drove projects to completion with minimal guidance.

Projects

Lead Unity Game Developer

JANUARY 2023 - CURRENT

Language: C#

- Developed and designed multiple 2D and 3D video games using the Unity Game Engine, spanning various genres, such as, puzzle, RPG, and action-adventure.
- Managed a team of six with Agile methodologies, fostering a collaborative and productive environment throughout the game's lifecycle.
- Held and documented team meetings, establishing effective communication, and issue identification throughout the development process.
- Conducted playtesting sessions to gather valuable player feedback and inform development.
- Implemented unique AI abilities, pathfinding systems, and complex AI state machines.
- Developed a physics-driven ability that propels Rigidbodies toward a target location to enable more dynamic traversal.
- Applied attention to detail in debugging and refining game mechanics, guaranteeing smooth gameplay and a satisfying user experience.

Software Engineer, Project Design at Georgia Tech

JANUARY 2022 - DECEMBER 2022

Language: JavaScript

- Developed a iOS and Android mobile app project, called "ECG Analysis for Detection of Arrhythmias" using the React Native framework.